Air Strike [23.5]

Allocate 1 or 2 Strike Air Units
from the Ready Box with a Strike Rating of 1 or more [23.1]

No more than 4 units can participate in a given Strike mission: 1-2 Strike units + 1-2 non Strike units (Defense Suppression and/or Escorts)

Air Strike Targets [23.4]

- Detected enemy ground unit, Naval unit, HQ, MSU, Supply Depot
- Enemy Installation, Airfield, Bridge, Beachhead
- Enemy Air Defense Track (Detection, SAM, AAA)
- Any hex to interdict movement

Adding Defense Suppression? [15.2.9]
NO → **Adding Escorts?**
YES → **Add 1 or 2 WW Unit(s)** from the Ready Box

Adding Escorts?
NO → **Place Strike on Target** [23.2]
YES → **Add 1 or 2 Escort Unit(s)** from the Air Superiority Box

All Strike and Wild Weasel Missions must be announced before any are resolved.

Wild Weasel missions are resolved before other Strike missions [23.3]

Is the Target the Air Defense Track *or* in enemy country *or* within 2 hexes of an enemy HQ and/or Installation? [24.3.1]
NO → **Roll for Detection using Local ADF**
YES → **Roll for Detection using Normal ADF**

Is the Strike detected?
NO → **Early Detection (ED) result?**
YES → **Send Interceptors?**

Send Interceptors?
YES → **Allocate 1-2 Interceptors** from the Air Superiority Box [24.4]
NO → **Conduct SAM fire using Normal ADF or Local ADF depending on the type of detection**
Roll once against each Strike unit and accompanying WWs, if Abort result that air unit's mission is over. Escorts cannot be attacked by SAMs [24.5.1][24.5.2]

Early Detection (ED) result?
YES → **Send Interceptors?**
NO → **Conduct SAM fire using Normal ADF or Local ADF depending on the type of detection**
Roll once against each Strike unit and accompanying WWs, if Abort result that air unit's mission is over. Escorts cannot be attacked by SAMs [24.5.1][24.5.2]

Allocate 1-2 Interceptors from the Air Superiority Box [24.4]
→ **Conduct Air Combat** [24.4.1]
→ **Were the Strike units shot down or aborted?**
NO → **Conduct SAM fire using Normal ADF or Local ADF depending on the type of detection**
YES → **End of Strike**

Conduct SAM fire using Normal ADF or Local ADF depending on the type of detection
→ **Stand-off Strike?** [15.2.8]
YES → **Conduct Strike per Strike unit** [23.4.1]
→ **End of Strike**
NO → **Conduct AAA fire using Normal ADF or Local ADF depending on the type of detection**
Roll once against each Strike unit and accompanying WWs, if Abort result that air unit's mission is over. Escorts cannot be attacked by AAA [24.6.1][24.6.2]

Conduct AAA fire using Normal ADF or Local ADF depending on the type of detection
→ **Conduct Strike per Strike unit** [23.4.1]
→ **Stand-off Strike?** [15.2.8]
YES → **End of Strike**
NO → **Conduct AAA fire if Normal ADF was used**
Roll once against each Strike unit and accompanying WWs, Escorts cannot be attacked by AAA [24.6.1]
(AAA after the strike essentially is rolling to see if the air unit Aborts or loses a step. These results aren't possible with Local AAA)
→ **End of Strike**

Naval Strike Notes:

- Strikes vs. Naval Units in an All-Sea hex may use Normal ADF or their own. [17.1.4]
- Strikes vs. Naval Units in In Shore or At Sea Boxes/Sea Zone use the best Naval Unit ADF in that location. [17.1.4]
- Any "D" result from a Naval Unit detection when using its own ADF values is considered an "ED" result if the target is a Naval Unit. [17.1.4]
- Naval AAA may ALWAYS fire prior to Strike or Cruise Missile resolution against that unit, regardless of detection. [17.1.4]
- Carrier-based Naval Air Units receive an additional –1 DRM when conducting a Strike against a Naval Unit [17.1.4]. The GSR will define which Air Units are Naval Air Units.
- Any Air Unit in the Air Superiority Box can be used as an Interceptor for a Strike against Naval Units in an All-Sea hex, Port, or Inshore Box if within the intercepting unit's range. Naval Air Units in the Ready Box on a CV/CVN in the same At Sea Box/Sea Zone or Inshore Box as the Strike can be used as Interceptors against a Strike in either Box. [17.1.4]

Preparing & Allocating the Mission
Detection
Resolving Air Defenses

Air Transport/Airborne [25.0]

Air Transport:

- Leg ground units that begin a Movement Segment on a friendly Airbase/Airfield that is not in an EZOC.
- Can move to another friendly-controlled Airbase/Airfield hex that is not in an EZOC.
- Nominal transport aircraft have an Air-to-Air Combat Rating of "(1)"

Airborne Paradrop:

- Airborne units that begin a Movement Segment on a friendly controlled Airbase/Airfield not in an EZOC.
- The drop hex may not be occupied by enemy units.
- Paradrops cannot be made into the following types of hexes:

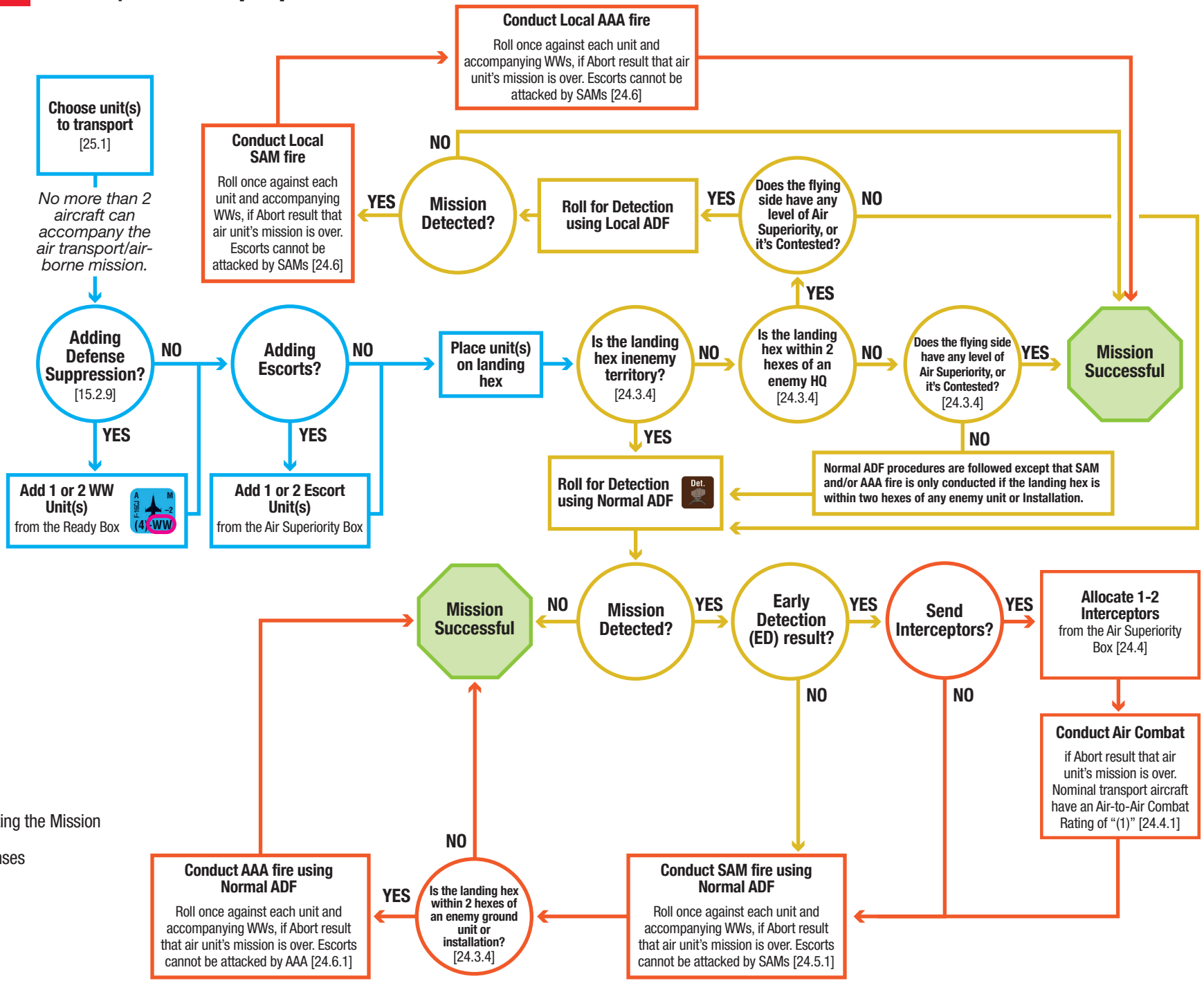
  Urban.

  Mountain/High Mountain.

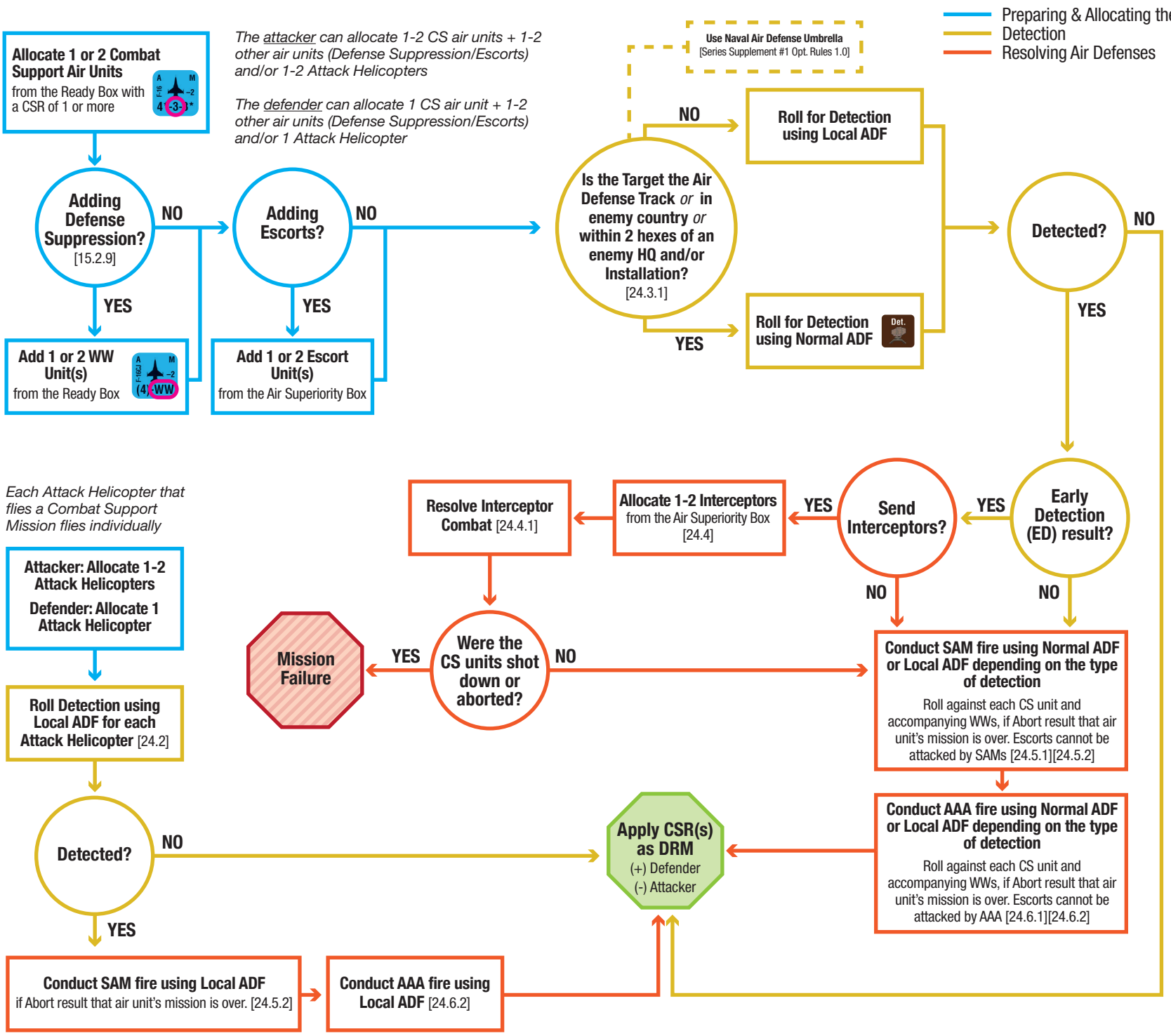
  Highland/Highland Woods.

  Any hex containing a City.

  Any hex in an enemy country containing an Installation



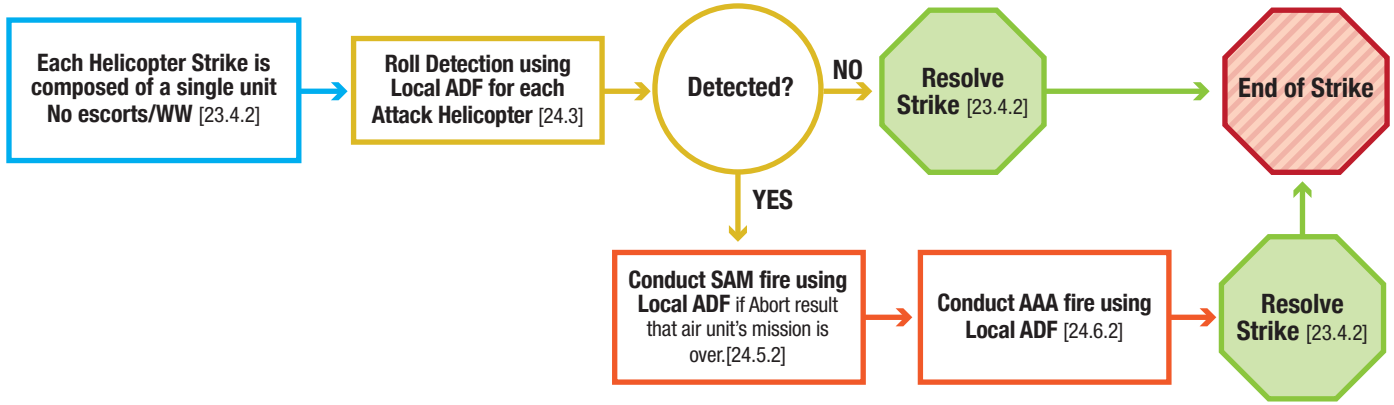
Combat Support [23.5]

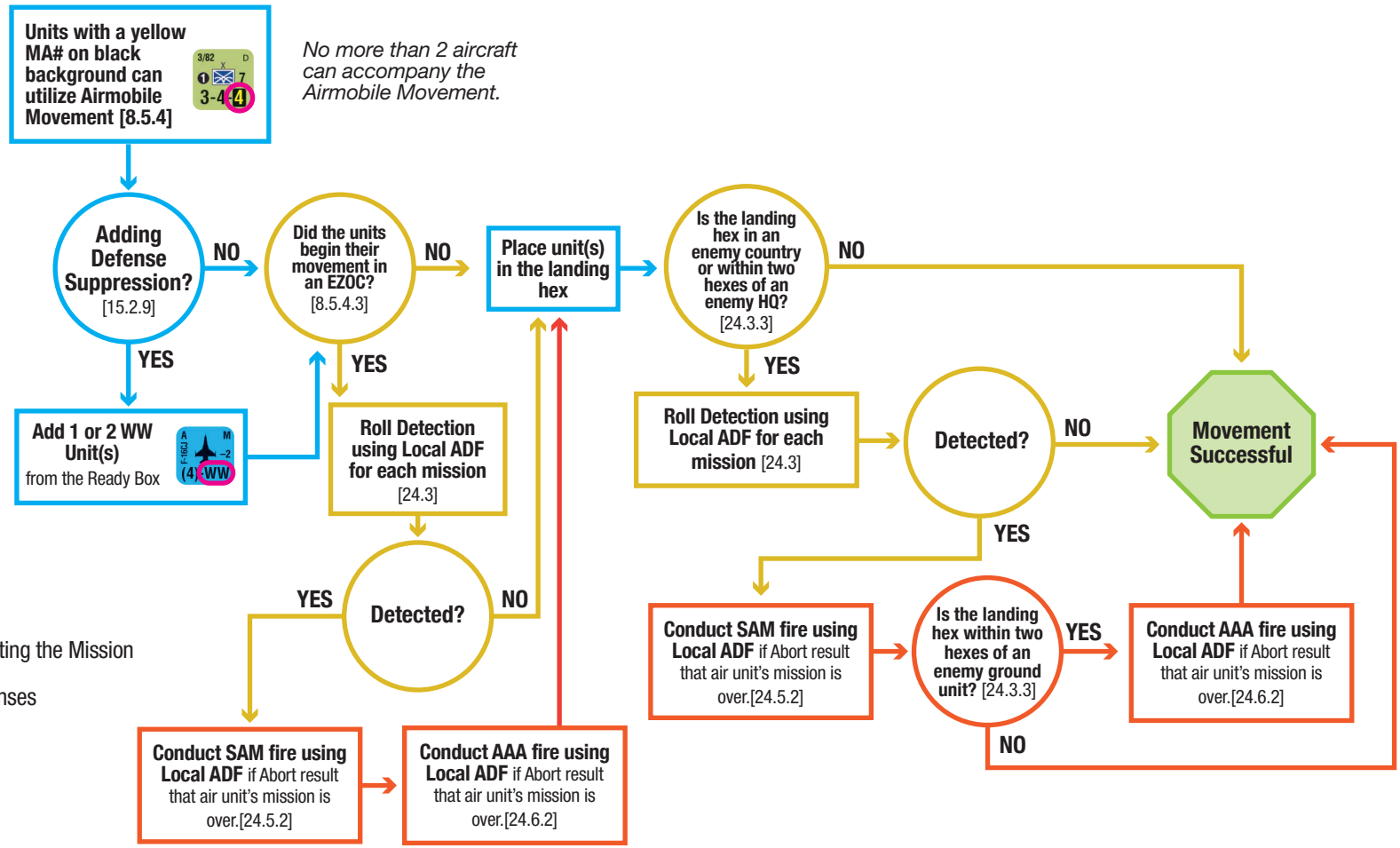


Helicopter Strike Mission [23.5] & Airmobile Movement/Transport [24.3.3]

Helicopter Strike Targets [23.4]

- Detected enemy ground unit, Naval unit, HQ, MSU, Supply Depot
- Enemy Installation, Airfield, Bridge, Beachhead
- Any hex to interdict movement



Airmobile Notes

- Using Airmobile Movement a unit(s) move up to 24 hexes ignoring all terrain costs.
- No Airmobile Movement from or to Airbases/Airfields which have a "Strike 2" marker or destroyed.
- No landing in:
  - Highland w/no road
  - Highland Woods w/no road
  - Mountain w/no road
  - High Mountain
  - Enemy controlled Urban, City, Installation